The listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently amended) A gaming network comprising:

a gaming device including a base game and a ~~secondary~~ bonus game ~~feature~~, the ~~secondary~~ bonus game ~~feature~~ playable by players identified to the gaming device;

player tracking hardware structured to identify a player of the gaming device;

a player tracking system structured to store data about gameplay of the player of the gaming device; and

a player processing system structured to record a present state of the ~~secondary~~ bonus game ~~feature~~, wherein the present state of the ~~secondary~~ bonus game ~~feature~~ can be recalled from stored data during a subsequent gaming session, the ~~secondary~~ bonus game ~~feature~~ including a series of trigger events in which the ~~secondary~~ bonus game ~~feature~~ advances to a non-initial state upon the occurrence of a trigger event, at a non-initial state a player identified to the gaming device acquires an award randomly selected from a group of possible awards, and at the end of the ~~secondary~~ bonus game ~~feature~~ the player is rewarded based on the number or types of awards acquired.

2. (Currently amended) The gaming network of claim 1 wherein the ~~secondary~~ bonus game ~~feature~~ has an initial state and more than one non-initial state.

3. (Currently amended) The gaming network of claim 2 wherein ~~a~~ the bonus game is structured to configure a state of an award to one of the ~~secondary bonus feature~~ non-initial states.

4. (Previously presented) The gaming network of claim 3 wherein the bonus game is structured to configure a state of the ~~secondary bonus feature~~ award for the player to one of the non-initial states in a present gaming session if the ~~secondary~~ bonus game ~~feature~~ was in one of the non-initial states in a previous gaming session for the player.

5. (Original) The gaming network of claim 1, further comprising a message controller resident on the gaming device.

6. (Original) The gaming network of claim 5, further comprising a messaging center in the player processing system.

7. (Original) The gaming network of claim 6 wherein the message controller and the messaging center are structured to communicate using XML messaging.

8-15. Canceled

16. (Previously presented) A gaming network comprising:

a gaming device having a primary game and a bonus game wherein the bonus game is playable only by a player identified to the gaming device;

player tracking hardware coupled to the gaming device and structured to identify a player of the gaming device;

a player tracking system coupled to the gaming device and structured to store data about gameplay of the player of the gaming device; and

a player specific gaming server coupled to the player tracking system and coupled to the gaming device, the gaming server structured to record session information of the bonus game played on the gaming device by the player wherein the present state of the bonus game can be recalled from stored data during a subsequent gaming session, the bonus game having a series of trigger events in which the bonus game advances to a non-initial state upon the occurrence of trigger event, at a non-initial state a player identified to the gaming device acquires an award randomly selected from a group of possible awards, and at the end of the bonus game the player is rewarded based on the number or types of awards acquired.

17. (Original) The gaming network of claim 16, further comprising:

a message controller on the gaming device, and

a messaging process operative on the gaming device.

18. (Original) The gaming network of claim 17 wherein the message controller communicates with the messaging process using discrete messages.

19. (Previously presented) The gaming network of claim 16 wherein the gaming device is structured to communicate to the player tracking system over a first communication

network and wherein the gaming device is structured to communicate to the player server over a second communication network.

20-27. Canceled